The small island of Botsneda, just off the mainland, was heavily populated by civilian and military personnel. A ruthless attack by COBRA, the Enemy, meant the evacuation of civilians from the tourist resorts of Botsneda.

The military installation was not so lucky. Despite the latest early warning systems guarding the installation, they only realised they were being attacked after it was too late to retaliate. The only sensible option was to withdraw, which was carried out swiftly. However, the allied forces destroyed much of the installation to prevent it falling into enemy hands. The eastern sector of the installation could not be destroyed during the attack as there wasn't time, and certain classified information may now be in the evil clutches of COBRA! The allies will have many embarrasing questions to answer about just how this was allowed to happen.

Botsneda's closeness to the mainland is of great strategic advantage to the enemy. COBRA cannot be allowed to consolidate their position, nor must they have time to retrieve and analyse the classified information left behind on the installation. Time is of the essence; but conventional forces cannot be used because their planning and deployment will take time.

The eastern sector of the military installation was a spy base which collected information about COBRA personnel and tactics. The main database is on hard disc attached to the computer. Gun-happy Dreadnoks may well have destroyed it, but the risk cannot be taken. If the enemy studies the intelligence information they will know how to change their tactics and defence systems to defeat the allied forces. Also, the information will take years to replace.

A crack squad is needed to mount an immediate raid to get back the information (if it is still intact) and get out again.

The ACTION FORCE™ squad will land on the western sector of the island, cutting straight through enemy defences. A.W.E. Striker and Dragonfly are to carry out the raid. The All Weather and Environment

Striker has four-wheel drive and is capable of speeds of 60 MPH cross country. Roll bars protect both passengers. Its biggest assets are its manoeuvrability, speed and smooth passage over rough terrain.

A.W.E. Striker carries delicate tapping equipment necessary to retrieve the classified information from the hard disc. Modifications to the dashboard are necessary so that the front passenger can operate the controls, additional space has been created for an extra passenger. The swivelling roof cannon has been replaced with a receiving dish. This is necessary to operate the tapping equipment and receive any messages from the installation's computer.

Crankcase is the natural choice for this mission as he is an expert driver and experienced with A.W.E. Striker. Intelligence expert, Lady Jaye, is extremely knowledgeable in the processing and retrieval of intelligence data. She will operate the tapping and message retrieval system from the passenger seat.

Dragonfly (XH-1) helicopter will cover A.W.E. Striker from the air. Dragonfly was unsuitable for the hard disc retrieval because the rotor engine would interfere with the delicate tapping equipment. Dragonfly is fitted with missiles, bombs and a heavy duty lifting winch and will have to collect additional fuel and ammo during the mission. In the game the player controls Dragonfly. The pilot is Wild Bill, accompanied by Flint who will operate the weapon system on the Assault Copter. Flint's expertise in armour-defeating weapons will be stretched to the full and Wild Bill's flying skills fully put to the test.

COBRA, the enemy, have placed many dastardly traps to delay or destroy the ACTION FORCE™ team. As well as defeating COBRA air force craft and war planes, there are land-based missiles and electric charge generators to eliminate. Bridging sections need to be winched up and set over deep craters in the terrain. The chopper will have to re-arm and refuel on the island.

Now you have been fully briefed on the mission ACTION FORCE™ is in your hands.

Instructions

To load Disc type **RUN"DISC.**

Use joystick (or cursor keys) to go **UP, DOWN, LEFT and RIGHT**

FIRE (or cursor keys) shoots missile.

Go to top of screen and press **FIRE** to drop bomb.

A.W.E. Striker will travel from left to right on your screen until it encounters enemy defences. Dragonfly must protect Striker as well as clearing a path.

Enemy planes and aircraft must be eliminated. You must shoot out spiked barricades from the side or bomb from above, Striker must not crash into one of these.

Flack batteries are aimed relentlessly at Dragonfly and must be shot. Deadly ground-to-air missiles will completely destroy Dragonfly if it is hit.

Remote controlled SHARC's will aim for Striker to destroy it, you must shoot them!

Tips

Beware when collecting fuel and ammo, Dragonfly is vulnerable at this point. Also, fuel and ammo dumps can be destroyed.

Avoid shooting the A.W.E. Striker at all costs! Be careful when you fly over it as you will direct enemy fire towards it and it will be destroyed.